

THE OFFICIAL COMIC BOOK MAGAZINE!

FALL 1998

RESIDENT EVIL™ #3



- **3 ACTION-PACKED STORIES!**
- **READER'S ART GALLERY AND LETTERS PAGE!**
- **INTERVIEW WITH RE PRODUCER SHINJI MIKAMI!**

\$4.95 U.S. / \$7.50 CANADA

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RESIDENT EVIL™

The Official Comic Book Magazine #3 - Fall 1998

In this issue:

- "Wolf Hunt" - Raccoon City College is terrorized by a shadowy killer. Can Jill Valentine save the day?
- "Danger Island" - Paradise turns into a hellish nightmare when the G-virus infects a tropical island.
- "Dead Air" - In Part One of this continuing story, Chris, Barry, and Jill head to Europe in search of Umbrella HQ.
- An interview with *Resident Evil* Producer Shinji Mikami.
- The debut of our "Reader's Art Gallery" and letters page.
- "The *Resident Evil* Files" - The first installment of our special sourcebook section features character profiles of Chris and Claire Redfield.

Credits:

Based on characters and situations from the Capcom video games *Resident Evil* and *Resident Evil 2*.

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THIS STORY TAKES PLACE BEFORE THE EVENTS PORTRAYED IN RESIDENT EVIL 1.

RACCOON CITY COLLEGE
STUDENT CAFETERIA

I CAN'T BELIEVE JULIE WAS KILLED, ESPECIALLY AT SCHOOL. GEORGE SAID HER BODY WAS ALL TORN UP. THEY'RE JUST KEEPING IT OUT OF THE PAPERS BECAUSE THEY DON'T WANT EVERYONE TO FREAK OUT.

OH RAQUEL, I WOULDN'T BELIEVE ANYTHING GEORGE SAID. THIS STUFF HAPPENS EVERYWHERE, JUST BECAUSE IT HAPPENED IN YOUR PRECIOUS RACCOON CITY DOESN'T MEAN ANYTHING.

Jim Lee and WildStorm Productions Present
A RESIDENT EVIL STORY

WOLF HUNT

TED ADAMS STORY RYAN ODAGAWA
JOHN TIGHE PENCILS
& MARK IRWIN INKS WILDSTORM FX COLOR
AMIE GRENIER LETTERS KRIS OPRISKO EDITS



JUST 'CAUSE YOU'RE FROM THE BIG CITY DOESN'T MEAN THAT THIS ISN'T A BIG DEAL. WHAT IF SOMEONE'S STALKING STUDENTS AT RCC? I'M TAKING THE COPS' ADVICE, A CURFEW SOUNDS GOOD TO ME.

CURFEW! GIVE ME A BREAK! I DIDN'T GO TO COLLEGE TO HAVE A CURFEW.

FOR GOD'S SAKE, I DIDN'T EVEN HAVE A CURFEW WHEN I WAS IN HIGH SCHOOL.



DON'T WORRY LADIES, I'LL PROTECT YOU. YOU CAN BOTH STAY OVER AT MY PLACE TONIGHT.

YEAH RIGHT.

IN YOUR DREAMS, MIKE! I'D RATHER TAKE MY CHANCES WITH THE KILLER.

LATER...

GEEZ.
IT IS DARK
TONIGHT.

THIS SCHOOL
IS SO CHEAP. 15
GRAND IN TUITION
AND THEY WON'T
EVEN SPRING FOR
SOME LIGHTS.

HEY!
THAT'S NOT
FUNNY!

WHAT THE
HELL?! WHAT
ARE YOU?!

AMIEEEEE!!!



THE NEXT DAY...

ALL RIGHT, YOU KNOW ABOUT THE KILLINGS OVER AT THE COLLEGE.

RPD HAVE ASKED FOR OUR HELP, THEY'RE NOT USED TO THIS SORT OF THING.

HERE'S WHAT WE KNOW SO FAR. THE VICTIM'S NAME WAS MICHELLE ALLEN. JUST AFTER MIDNIGHT, SHE WAS ATTACKED WALKING HOME FROM THE LIBRARY.

THE MEDICAL EXAMINER CALLED HER DEATH AT 12:32 A.M.

IT WAS DUE TO MASSIVE BLOOD LOSS AS THE RESULT OF A DOZEN DEEP SLASHES. ONE OF 'EM COMPLETELY SEVERED HER LEFT ARM.

EVERYONE ELSE IS ON ASSIGNMENT, SO YOU TWO ARE GOING TO HANDLE THIS ONE ON YOUR OWN. JILL, YOU'RE GOING UNDERCOVER AS A STUDENT. NO ONE, EXCEPT BARRY, WILL KNOW THAT YOU'RE WITH S.T.A.R.S.

BARRY, YOU'RE JILL'S BACK-UP. DON'T LET HER OUTTA YOUR SIGHT. YOU'LL BE ABLE TO STAY IN CONTACT WITH HER THROUGH A RECEIVER SHE'LL HAVE IN HER INNER EAR. SHE'LL ALSO WEAR A NECKLACE THAT'LL TRANSMIT EVERYTHING SHE HEARS.

L
ATER THAT DAY...

THE LUPINE VARIETY OF PLANTS COME FROM THE PEA FAMILY AND BEAR MOSTLY BLUE, WHITE, OR PURPLE FLOWERS...

ARE YOU ALL RIGHT, RAQUEL?

OH MIKE. WHY DID IT HAVE TO BE MICHELLE? SHE ALWAYS THOUGHT SHE WAS SO TOUGH. WHY COULDN'T SHE JUST STAY HOME?



L
ATER THAT NIGHT...



I DON'T KNOW BARRY, IT SEEMS PRETTY QUIET.

KEEP FOCUSED, JILL.



YOU ALWAYS WORRY TOO MUCH BARRY. WHAT CAN GO WRONG? I'VE GOT YOU TO PROTECT ME, RIGHT?

YOU KNOW IT! JUST GIVE ME THE WORD AND I'LL BE THERE IN A...
SKREECH!



BARRY! BARRY, CAN YOU HEAR ME?



UH OH!



GRRRWLLL

BARRY! I'VE
GOT A SITUATION
HERE...



DAMN IT, BARRY!
THIS THING DOESN'T
LOOK HUMAN.

I THINK OUR
KILLER MIGHT BE
SOME KIND OF
A WOLF.



I HOPE YOU
CAN HEAR ME.
I'M NEAR THE
CAFETERIA.



FREEZE!





JILL! WHAT
HAPPENED?

I COULD HEAR
YOU, BUT YOU COULDN'T
HEAR ME. I GOT HERE AS
FAST AS I COULD.



DIDN'T YOU SAY
THIS THING LOOKED LIKE
A WOLF? LOOKS MORE
LIKE A NAKED WEIRDO
TO ME.

HUH. I
DON'T UNDER...

IT'S SO DARK
HERE. I GUESS I
MUST HAVE BEEN
CONFUSED. BUT,
HOW DID HE GIVE
ME THIS?



I DON'T
KNOW.

I GUESS WE'LL
FIND THE WEAPON
AROUND HERE. AT
LEAST YOUR SHIRT
STOPPED IT FROM
CUTTING YOU.



YEAH, I
GUESS. LET'S CALL
THE COPS AND GET
OUT OF HERE.

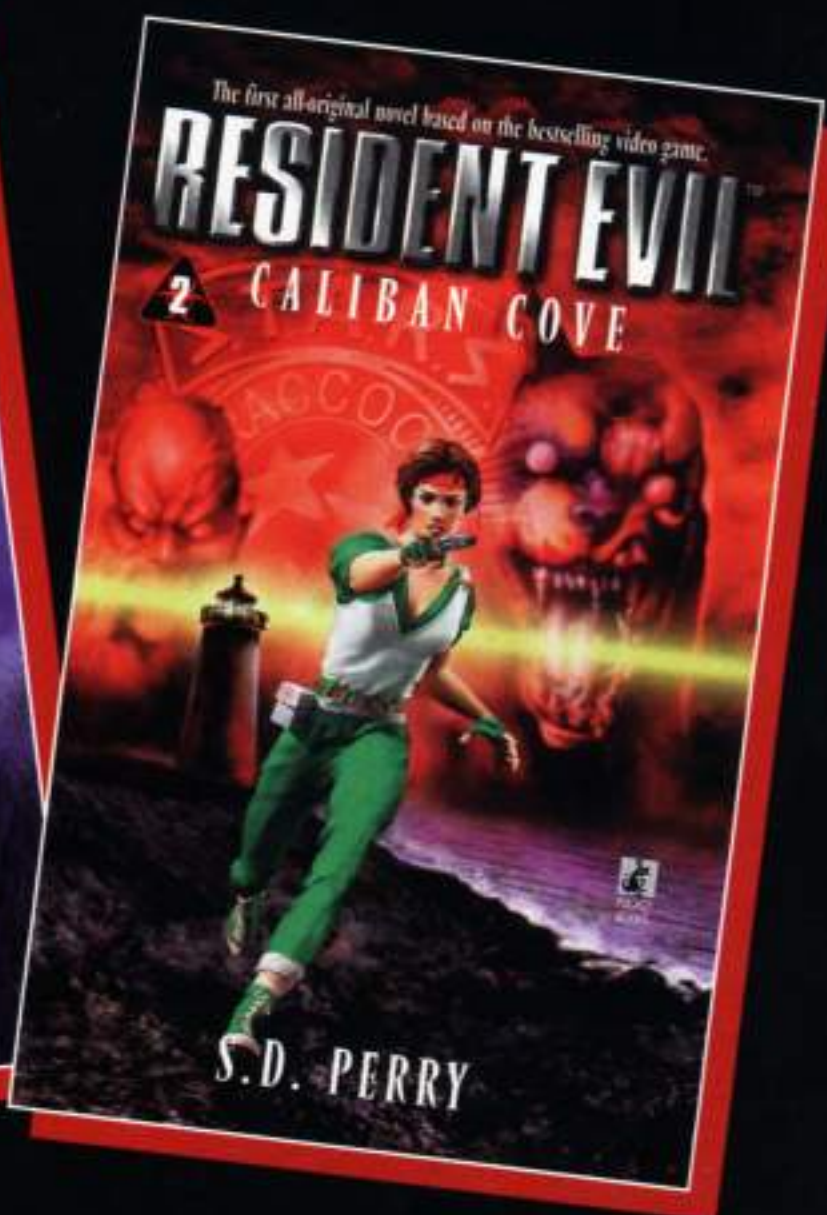
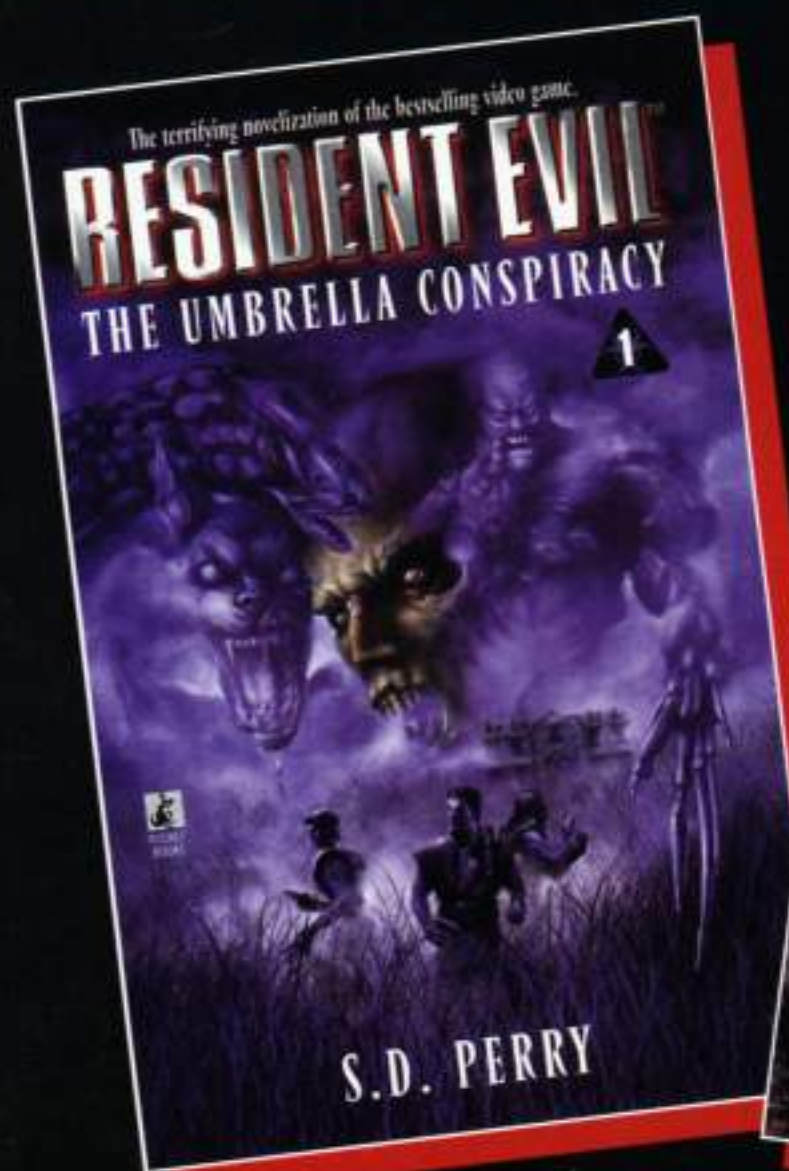


I NEVER
DID LIKE
SCHOOL.

THE END.

Itchy. Tasty.

RESIDENT EVIL™



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just got bigger.**

Note: Buy these books! They are worth the 6 bucks each(6 books in all so far)and they WILL scare you! - Genki-Akuma



POCKET BOOKS

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RESIDENT EVIL™

An Interview With Shinji Mikami

- Resident Evil Producer

WS: Why do you think the Resident Evil video games have become such huge international hits?

Mikami: I think it's because the game theme is terror. Terror can be perceived by everyone, and we have succeeded in generating an unprecedented level of terror. Players are in tense, cautious mode, fearing to move forward.

WS: How did you decide on the storyline for Resident Evil 2?

Mikami: It was jointly decided by Capcom and Flagship. Flagship wasn't involved in *Resident Evil 1*, but they are responsible for the scenarios for *RE2* and all future *RE* games.



The Resident Evil Development Team

WS: There are lots of hidden games in Resident Evil 2 (Tofu, for example).

Whose idea was this?

Mikami: We combined the ideas of the whole staff, so the idea doesn't belong to a specific staff member. We created the hidden games because we wanted the players to play the game over and over. As for the Tofu character, he was used for checking while we were developing the game. We put arms and legs on Tofu, and thought it was very funny. We decided to adopt him for the game so the players could laugh at him.



Shinji Mikami, Resident Evil Producer

WS: How did you come up with the new creatures, like the Licker, that are featured in Resident Evil 2?

Mikami: We all exchanged our opinions and ideas to create the creatures.

WS: Are there significant differences between the Japanese and U.S. versions of Resident Evil 2, as there were with RE1?

Mikami: The U.S. version of RE2 is more difficult than the Japanese version. Also, there are "dying demos" in the U.S. version that were deleted in the Japanese version. A dying demo is a CG [computer generated] scene shown when the player dies (Game Over).

WS: How were the amazingly lifelike CG scenes filmed?

Mikami: First, using motion pictures and action figures, we made image videos [shots of the figures from every angle] to get standard images. Then, we used CG tools to render each picture and convert the data for PlayStation.

WS: Will there be a Resident Evil 3? If so, when will it be available?

Mikami: We do plan to make RE3, but we don't know when.

WS: Will we be seeing Jill and Chris from Resident Evil 1 again?

Mikami: It hasn't been decided yet, but I would like to cast them in the future game.

It's not over yet! The interview with Producer Shinji Mikami continues, right after "Danger Island"!

APPROACHING ISLA BONALE,
EASTERN CARIBBEAN.



I STILL CAN'T BELIEVE THE HOSPITAL GAVE ME TIME OFF FOR A SURPRISE VACATION. STAN THOUGHT OF EVERYTHING.

YOU READY FOR SOME FUN IN THE SUN, LESLIE? THIS PLACE IS SO EXCLUSIVE THEY ONLY LET 10 COUPLES ON THE ISLAND AT A TIME.



OH STAN, THIS IS GOING TO BE THE BEST VACATION EVER!



Jim Lee and WildStorm Productions Present
A RESIDENT EVIL STORY
DANGER ISLAND

KRIS OPRISKO
STORY

LEE BERMEJO
PENCILS

JOHN TIGHE & MARK IRWIN INKS

WILDSTORM FX
COLORS

AMIE GRENIER
LETTERS

AFTER A ROMANTIC NIGHT OF DINNER AND DANCING, STAN AND LESLIE AWAKE REFRESHED.



WHAT'CHA GOT THERE, LES?



TODAY'S ADVENTURE! THE SNORKELING AROUND HERE LOOKS UNBELIEVABLE, AND WE CAN RENT OUR EQUIPMENT AT THE BEACH.





UNBEKNOWNST TO THE HAPPY COUPLE, A PLANE HAS
PLOWED INTO THE ROCKY HILLSIDE OF ISLA BONALE.

DISPATCHED FROM UMBRELLA HQ TO
A TOP SECRET LOCATION, THE PLANE
AND ITS DEADLY PAYLOAD HAVE
INSTEAD UNEXPECTEDLY COME TO
REST IN THIS CORNER OF PARADISE.

THE INSIDIOUS MUTAGEN KNOWN
AS THE G-VIRUS, THROWN INTO
THE ATMOSPHERE BY THE CRASH,
SETTLES SLOWLY TO EARTH,
INFECTING ALL IT ENCOUNTERS.

BROKEN STASIS TUBES LIE
SCATTERED IN THE WRECKAGE,
THEIR SAVAGE CARGO NOW
FREE TO PROWL THE ISLAND
FOR VICTIMS.

ANGER

BONALE REEF,
2 HOURS LATER.

I BETTER
GET LESLIE BEFORE
SHE SWIMS TOO DEEP IN
THAT CAVE. OUR TIME'S
ALMOST UP.

OW! THAT
CORAL'S A LOT
SHARPER THAN
IT LOOKS.

THE PURSUIT BEGINS.

A RIBBON OF BLOOD WAFTS THROUGH THE
AZURE WATER, DRIFTING INTO THE REEF'S
DARK RECESSES AND AROUSING THE
BLOODLUST OF A MASSIVE MORAY EEL.





FREAKIN' DRUGGIE--YOU'LL NEVER BOTHER ANYONE AGAIN!

POK

ACE'S BODY DRIFTS INTO THE DEPTHS JUST AS THE BLOOD-CRAZED MORAY APPROACHES SHORE.

DID YOU SEE HIS EYES, LESLIE? HE WAS DEFINITELY ON SOMETHING. THE MANAGEMENT'S GONNA HEAR ABOUT THIS OUTRAGE!

STAN? I'M SCARED.

JUST BACK INTO THE FOREST SLOWLY, LESLIE. I DON'T THINK THEY SAW US.

RRRAARRR

RRRAAWRR



I DON'T KNOW WHAT'S GOING ON HERE, BUT WE'RE GETTING OFF THIS ISLAND NOW! WE'LL TAKE THE KAYAKS AND...

STAN?

I DON'T THINK THAT'S AN OPTION.

THE EEL, HAVING FEASTED ON ACE'S INFECTED CORPSE, HAS MUTATED INTO A HIDEOUS MOCKERY OF NATURE.



THE BEAST'S HEIGHTENED OLFACTORY SENSES CATCH THE SCENT OF HIS ORIGINAL PREY...



STAN, STOP.

I RECOGNIZE THAT BLUE HERB FROM MY HOSPITAL TRAINING.



MYCANTHUS MAVERICUS, A POWERFUL ANTISEPTIC.

SHK



THIS SHOULD CLEAN OUT MY WOUND.

SHK SHK SHK



HUH?

SHK SHK SHK

VENUS FLYTRAPS! DON'T LET THEM GET AHEAD OF YOU.



THERE'S A CLIFF BEHIND US--
RUN FOR IT.

BUT I...



JUST GO!

ACKK



IF I CAN
JUST GET MY
DIVING KNIFE...



THERE!

CHUK



KEEP CLIMBING,
LES--THESE THINGS
ARE RIGHT ON MY
TAIL!



SHRIEK!



THE FALLING
ROCK TOOK OUT
THE...

I SAW. BUT
LOOK OVER HERE--
I THINK I FOUND A
WAY OUT.

SEE THAT SATELLITE
DISH? THAT MUST BE THE
COMMUNICATIONS BUILDING.
WE CAN PUT OUT A DISTRESS
SIGNAL AND GET OUT OF
THIS HELLHOLE.

WE'LL HAVE
TO PICK OUR WAY
THROUGH THAT
WRECKAGE TO
GET THERE.

YOU BETTER TAKE CARE OF
THAT WOUND NOW, LESLIE.
GOD ONLY KNOWS WHAT'S
BETWEEN US AND THE
RADIO SHED.

LET'S REST
UP HERE FIRST.
IT SEEMS
RELATIVELY
SAFE.

HOW ARE YOU
HOLDING UP?

OK, I GUESS.
IT'S JUST THAT WE'VE
BARELY ESCAPED DEATH
A FEW TIMES ALREADY AND
WE CAN'T GET LUCKY
FOREVER.



HISSSSSSSSSSSS





I CAN'T TAKE THIS ANYMORE! WE'RE GONNA DIE HERE!

LESLIE, STOP!

COME BACK! I WON'T LET ANYTHING HAPPEN TO YOU.



I DON'T WANT TO DIE, STAN. IT...IT'S JUST NOT FAIR!

TAKE IT EASY. THE SHED'S NOT FAR OFF.



I GOT US INTO THIS AND DAMN IT, I'LL GET US OUT.



DRIP

HUH?





THERE'S
SOMETHING IN
THE TREES! HEAD
THROUGH THE
WRECKAGE.



THERE'S
MORE BEHIND US.
WHAT ARE THOSE
THINGS?



I DON'T
KNOW, BUT
THEY'VE GOT US
SURROUNDED.



THIS IS
IT! FIGHT FOR
YOUR LIFE.

OH GOD,
WHY ME?

HRRRRRRRR







IF IT WAS GOOD
ENOUGH FOR ACE,
IT'S GOOD ENOUGH
FOR YOU.



LGGH

Chuck



COME ON,
JUST A LITTLE
FURTHER...



THERE!
GOTTA MAKE
THIS COUNT.



NOTICING THAT THE BEAST HAS STUMBLERD
ONTO AN UNSTABLE PIECE OF WRECKAGE,
STAN SUMMONS HIS REMAINING
STRENGTH TO JUMP ON THE OTHER END.



HIS MONSTROUS ATTACKER IS
THROWN BACKWARD ONTO A
FOREST OF BROKEN METAL.



DIE YOU
BASTARD,
DIE!



YOU'RE
SUSHI
NOW!



MAYDAY!
MAYDAY!





PLEASE
HELP! CAN
ANYONE HEAR
ME?



THAT'S A
COPY. WHAT
IS YOUR
LOCATION?
REPEAT--WHAT
IS YOUR
LOCATION?

MY BOYFRIEND
AND I ARE TRAPPED
ON ISLA BONALE AND
WE'RE BEING ATTACKED!
THERE ARE HORRIBLE
CREATURES
EVERYWHERE...



UHHH...
LESLIE...

STAN!
YOU'RE
HURT!



I'LL...
MANAGE. I
KILLED THAT...
~ KOFF KOFF ~
...THING.

LAY
DOWN OVER
HERE. HELP
IS COMING.



OH! YOUR RIBS ARE SHOWING! CAN YOU BREATHE OK?

THEY BETTER GET HERE FAST. I THINK...I'M HURT PRETTY BAD.

IT'S... HARD. LESLIE--



DON'T TALK, STAN. SAVE YOUR STRENGTH.

LISTEN, MY LOVE. IF I DIE HERE...



NO! DON'T SAY THAT! WE'LL BE SAFE VERY SOON. IT WAS THE STRANGEST THING. IT SEEMED LIKE THEY WERE WAITING FOR MY CALL.

PROBABLY
~ KOFF KOFF ~
LOOKING FOR THAT
~ KOFF KOFF ~
PLANE.



YOU'VE GOT TO HOLD ON! I CAN'T MAKE IT WITHOUT YOU.

WHUP WHUP WHUP

~ KOFF KOFF ~
LISTEN,
CHOPPERS!

We're back! Here's the conclusion to:

An Interview With Shinji Mikami

- Resident Evil Producer



Producer Shinji Mikami (left) and Director Hideki Kamiya

WS: Will we ever see the European Umbrella HQ that Jill and Chris went to look for at the end of RE1?

Mikami: I'm sorry, that's classified...

WS: Will there be new creatures featured in RE3?

Mikami: That hasn't been decided.

WS: What are your influences? Movies? Books? Magazines? Music?

Mikami: I watch about 50 movies every year; I've watched most of the movies featuring zombies. I read fantasy novels, like *Guin Saga*. I listen to classical music, like Mozart's Piano Concerto No. 20, and jazz, like Bud Powell's "Dream of Cleopatra." I enjoy video games, too, like *The Legend of Zelda*.

WS: How many people work on the RE games?

Mikami: 60 people on *RE1*, 50 people on *RE2*.

WS: What is your career background?

Mikami: I graduated from Doshisha University (one of the traditional private universities located in Kyoto), Department of Commercial Science. I majored in the study of merchandise. As a club activity, I participated in kendo and karate. I joined Capcom eight years ago. I was involved in the development of *Aladdin* and *Goof Troop* for Super Famicom, and *Roger Rabbit* for Game Boy.

WS: Did you play video games when you were growing up?

Mikami: I didn't play video games when I was little; I played outside instead. The first game I played was *Space Invaders*, when I was in junior high school. I played it four or five times at a coffee shop. When I was 20, I started playing video games.

To the readers:

I will be making other games in addition to *Resident Evil*, so please give us support!

Best regards,
Shinji Mikami
Resident Evil Producer

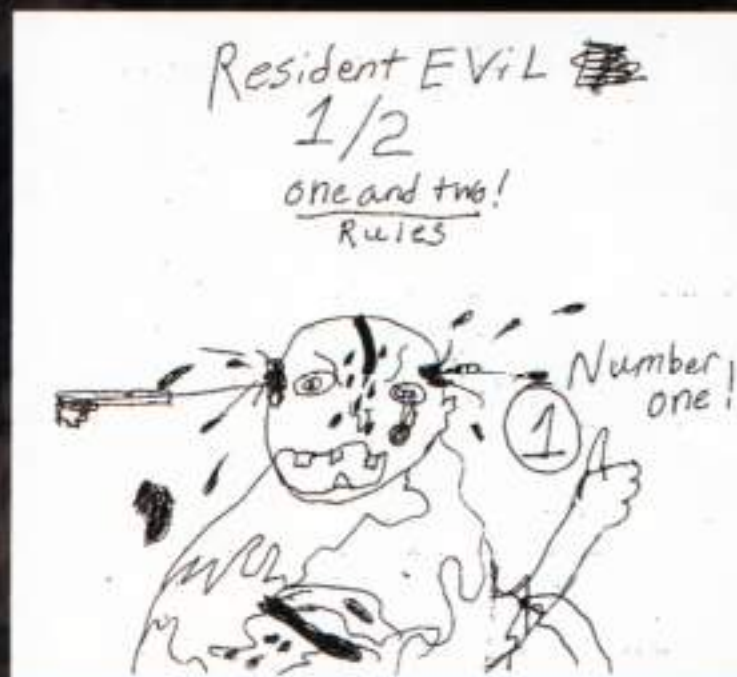


RESIDENT EVIL™

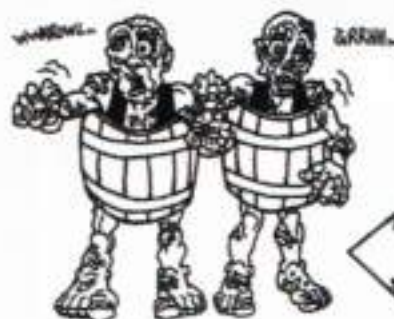
Reader's Art Gallery



Art by John Garner



Art by Brian Sockrater



PUT UNDER PRESSURE BY PARENTING GROUPS AGAINST NAKED ZOMBIES, GAME PROGRAMERS TOOK VARIOUS STEPS TO AVOID FURTHER COMPLAINTS IN FUTURE "RE" EFFORTS...



Art by Riley



BARRY. JILL.
I'M GLAD YOU GOT
MY MESSAGE.



I'VE BEEN WAITING
FOR YOUR CALL, CHRIS.
I STILL CAN'T BELIEVE
WHAT WE SAW IN THAT
MANSION.*

*SEE "DANGEROUS SECRETS,"
RESIDENT EVIL #1

I KNOW WHAT
YOU MEAN, JILL, I
THOUGHT I WAS
GOING CRAZY.**

**SEE "LOCK DOWN,"
RESIDENT EVIL #2



YOU'RE NOT CRAZY, BARRY. WHAT HAPPENED TO US WAS
REAL, AND WE'RE THE ONLY ONES THAT CAN STOP IT FROM
HAPPENING AGAIN. THE PROBLEM IS, UMBRELLA'S
HEADQUARTERS IS SOMEWHERE IN EUROPE AND OUR
JURISDICTION ENDS WHEN WE LEAVE THE U.S. SO
WE'RE GONNA GO UNDERCOVER, DEEP
UNDERCOVER.

UMBRELLA'S STILL WORKING ON A
VARIATION OF THE T-VIRUS, AND
UNLESS WE STOP 'EM, THE ENTIRE
WORLD WILL BE OVERRUN
WITH ZOMBIES.



YOU CAN COUNT ON ME,
CHRIS. WHERE DO YOU
WANNA START?



OUR FIRST STOP WILL BE LONDON.
THIS MISSION IS BEING FUNDED BY A
TOP-SECRET INTERNATIONAL AGENCY,
AND THEY'VE ALREADY GOT
SOMEONE IN PLACE.

ARE YOU
IN, BARRY?



YEAH, ALL RIGHT,
I ALWAYS WANTED TO
SEE A LITTLE ROYALTY.

Jim Lee and WildStorm Productions Present
A RESIDENT EVIL STORY

DEAD AIR

TED ADAMS
STORY

WILDSTORM FX
COLORS

CARLOS D'ANDA
PENCILS

AMIE GRENIER
LETTERS

MARK IRWIN
INKS

KRIS OPRISKO
EDITS



SORRY GUYS, BUT IT LOOKS LIKE WE'RE FLYING COACH.



GREAT, FIRST WE HAD TO GET RID OF OUR S.T.A.R.S. IDENTIFICATION, AND NOW WE'RE STUCK WITH THE REST OF THE CATTLE. WHAT'S NEXT?



WELL, SINCE YOU ASKED, THIS IS A COMMERCIAL FLIGHT AND THERE'S NO WAY THEY'RE GOING TO LET US CARRY GUNS ONTO THIS PLANE. I HOPE CHRIS'S CONTACT IN ENGLAND CAN SET US UP WITH SOME WEAPONS.



LET'S TRY AND GET SOME SLEEP ON THIS FLIGHT. I DON'T KNOW WHEN WE'LL HAVE ANOTHER CHANCE.



I CAN SEE THEM, SIR. THEY'RE ABOUT TO BOARD THE PLANE.

UMBRELLA HAS NOTHING TO WORRY ABOUT. I'VE TAKEN CARE OF THE SITUATION.



"SOME OF THE DRINKING WATER ON THE PLANE HAS AN EXTRA SURPRISE--A FAST-ACTING VERSION OF THE T-VIRUS. EVERYONE TRAVELING IN FIRST CLASS IS GOING TO GET MORE THAN FREE CHAMPAGNE."



"AND SINCE THE PILOTS GET THEIR DRINKS FROM THE FIRST CLASS CABIN, WE DON'T HAVE TO WORRY ABOUT THIS PLANE EVER MAKING ANOTHER LANDING."



UNLESS YOU COUNT THE ONE THEY'RE GOING TO MAKE IN THE ATLANTIC OCEAN.







WE NEED TO
REVIEW OUR SAFETY
PRECAUTIONS.



PLEASE TAKE OUT THE
CARD IN FRONT OF YOUR
SEAT AND FOLLOW
ALONG WITH ME.

UGH. I
DON'T FEEL
SO GOOD.

**COUGH!
COUGH!**



WHAT'S
WRONG
WITH ME?



UGH. HAND
HURTS.



UGGGHHH







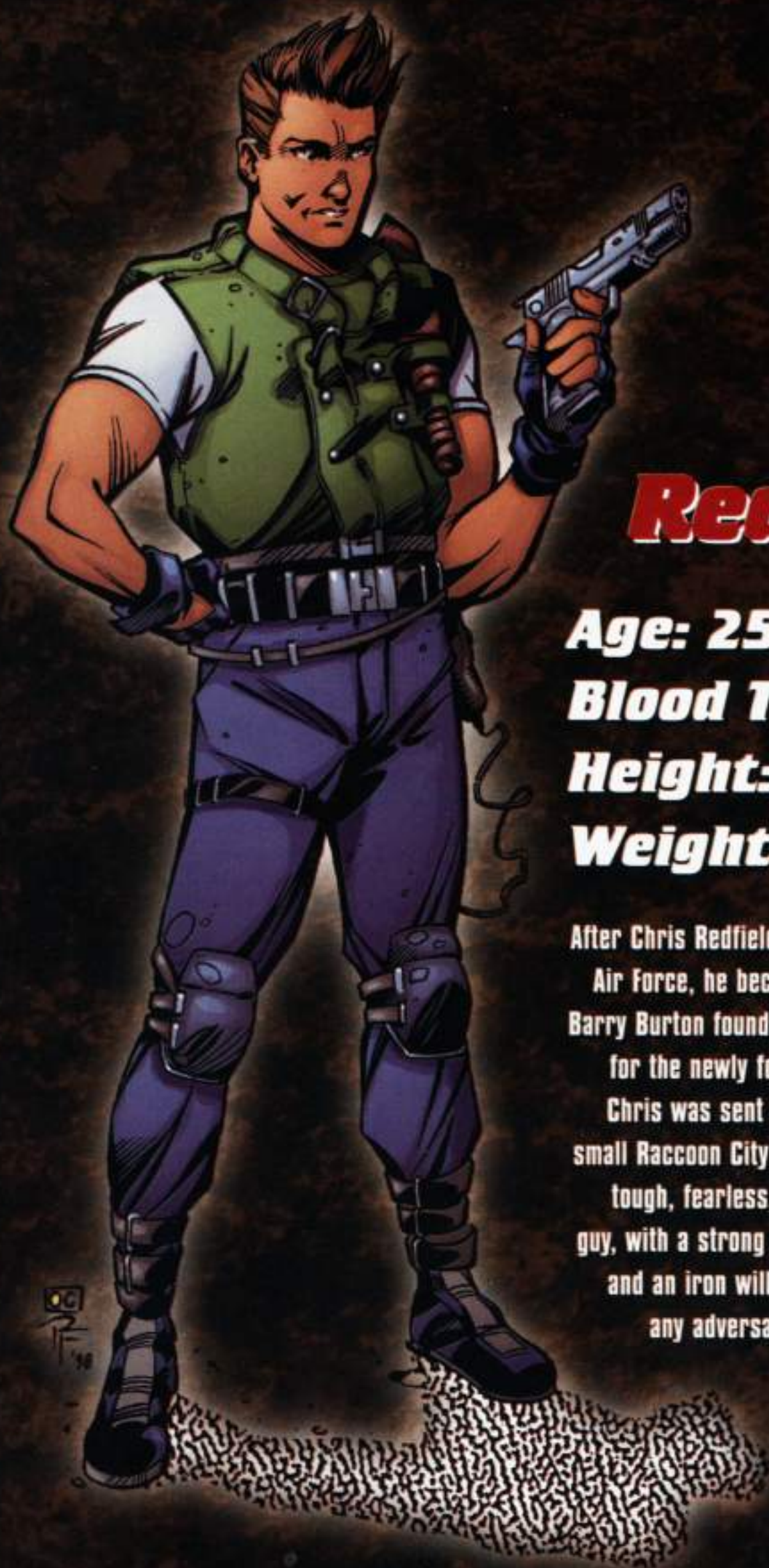






I KILLED
THE PILOT.

TO BE CONTINUED IN
"ZOMBIES ABROAD,"
RESIDENT EVIL #4...



Chris Redfield

Age: 25

Blood Type: O

Height: 5'10 1/2"

Weight: 177 lbs.

After Chris Redfield was kicked out of the Air Force, he became a drifter. But then Barry Burton found him and recruited him for the newly formed S.T.A.R.S. squad. Chris was sent to prove himself in the small Raccoon City S.T.A.R.S. unit. He is a tough, fearless, "take charge" kind of guy, with a strong intellect, great vitality, and an iron will. He's ready to take on any adversary that comes his way.

Pencils by Olivier Coipel
Inks by Rich Faber

Claire Redfield

Age: 19

Blood Type: O

Height: 5'6"

Weight: 116 lbs.

Claire Redfield came to Raccoon City to investigate the mysterious disappearance of her older brother, Chris Redfield. She is a modern woman — intelligent, perceptive, articulate, and worldly. She is also something of a wild girl. Self-confident and daring, Claire is typically the first person to try things many others would not. Claire is highly opinionated, sarcastic, and a bit of a tomboy, but she does possess gentler, more feminine qualities. She is attractive, lighthearted, and optimistic, and she softens considerably when she deals with children.



Pencils by Chris Brunner
Inks by Mark Irwin

Meet The Crew That Brings Resident Evil To You!

Ted Adams (writer)
Resident Evil
Spawn Movie Adaptation

The Team:

Ryan Odagawa (penciller)
Resident Evil
Savant Garde

Kris Oprisko (writer)
Resident Evil
Future Cop: L.A.P.D.

Carlos D'Anda (penciller)
Resident Evil
Spawn Movie Adaptation
WildC.A.T.s: Covert Action Teams

Mark Irwin (inker)
Resident Evil
Spawn Movie Adaptation

Lee Bermejo (penciller)
Resident Evil

John Tighe (inker)
Resident Evil
Backlash

C•23

Appearing At These Locations:

Saturday, November 7
12 P.M.-2 P.M.
Mile High Comics
12591 Harbor Blvd.
Garden Grove, CA 92840
(714) 741-2096
www.milehighcomics.com

Saturday, November 14
2 P.M.-4 P.M.
Golden Apple
7711 Melrose Avenue (near Fairfax)
Los Angeles, CA 90046
(323) 658-6047
www.goldenapplecomics.com

Saturday, November 21
Starting at 2 P.M.
Hi De Ho Comics and Fantasy
525 Santa Monica Blvd.
Santa Monica, CA 90401-2409
(310) 394-2820
www.hideho.com

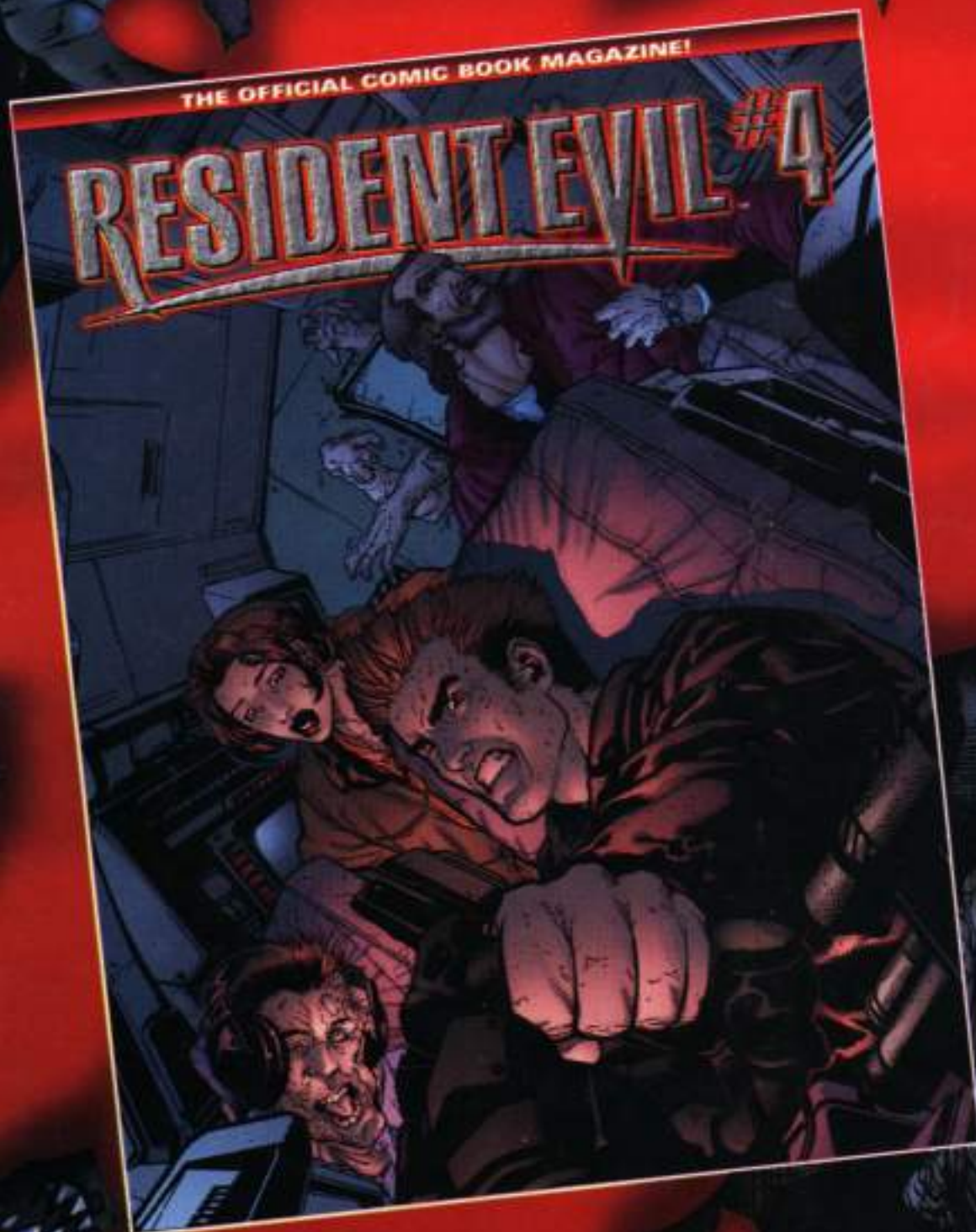
Wednesday, November 11
4:30 P.M.-7 P.M.
Comics-N-Stuff
3148 Midway Drive
San Diego, CA 92110
(619) 222-8908

Wednesday, November 18
3:30 P.M.-6:30 P.M.
Sky High Comics
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San Marcos, CA 92069
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Saturday, December 5
2 P.M.-4 P.M.
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